

CLAIM LISTING

1. (Currently Amended) A gaming machine including:

(a) a cabinet;

(b) a game video display mounted on a front side of the cabinet;

(c) a first additional video display mounted on the front side of the cabinet above the game video display, the first additional video display making up substantially the entire area of the front side of the gaming machine above the game video display;

(d) a player control device mounted below the game video display on the front side of the cabinet, the player control device being separate from the game video display or ~~first additional video display or being or integrated with the game video display~~ and

(e) a second additional video display mounted on the front side of the cabinet below the ~~game video display and~~ player control device, the second additional video display extending substantially the entire width of the front side of the gaming machine in an area immediately below the ~~game video display or~~ player control device.

2. (Original) The gaming machine of Claim 1 wherein the player control device includes a player control touch screen display.

3. (Original) The gaming machine of Claim 2 wherein the player control touch screen forms at least a portion of a forwardly projecting ledge located below the game video display,

1 the forwardly projecting ledge extending transversely to a plane of the game video
2 display.

3

4 4. (Original) The gaming machine of Claim 3 further including a mechanical player input
5 device or player interface device mounted on the forwardly projecting ledge.

6

7 5. (Original) The gaming machine of Claim 1 further including at least one player interface
8 device mounted on the lower front surface of the gaming machine adjacent to the second
9 additional video display.

10

11 6. (Currently Amended) A gaming system including:

12 (a) a number of gaming machines, each gaming machine including a respective
13 single-player game presentation arrangement having two or more video displays
14 and also including at least one processor for controlling the video displays, at least
15 one of the two or more video displays being mounted below a player control
16 device mounted on a front side of each of the number of gaming machines; and

17 (b) a game modification controller in communication with each respective gaming
18 machine, the game modification controller for selectively communicating
19 presentation switching instructions to each respective gaming machine, the
20 presentation switching instructions being executable at the gaming machine to
21 cause the respective gaming machine to switch the content of each video display

1 in the operation of the respective gaming machine from content for a first game
2 presentation to content for a second game presentation.

3

4 7. (Original) The gaming system of Claim 6 wherein each gaming machine includes a game
5 video display mounted on a front face of the cabinet and an additional video display
6 mounted on the front side of the gaming cabinet above or below the game video display.

7

8 8. (Original) The gaming system of Claim 7 wherein at least one of the gaming machines
9 includes a player control touch screen mounted on the front side so as to form an
10 outwardly extending ledge below the game video display.

11

12 9. (Original) The gaming system of Claim 7 further including a game presentation server
13 with a presentation storage arrangement for storing multiple sets of presentation
14 instructions, each set of presentation instructions being executable at a respective one of
15 the gaming machines to define at least a portion of the video content of at least two
16 different video displays on the respective gaming machine during the operation of the
17 respective gaming machine.

18

19 10. (Currently Amended) The gaming system of Claim 9 wherein the game modification
20 controller is also for directing the transfer of a new set of presentation instructions from
21 the game presentation server to a respective one of the gaming machines in connection
22 with presentation switching instructions communicated to the respective gaming machine.

1 11. (Original) The gaming system of Claim 6 further including a gaming machine usage
2 monitoring arrangement for monitoring the usage of at least a portion of the gaming
3 machines and providing control inputs to the game modification controller based on the
4 usage of at least a portion of the gaming machines.

5

6 12. (Original) The gaming system of Claim 6 wherein the game modification controller
7 communicates presentation switching instructions to a respective gaming machine in
8 response to a player input at the gaming machine.

9

10 13. (Original) The gaming system of Claim 6 wherein at least one of the gaming machines
11 includes a storage device storing a number of sets of presentation instructions, each set of
12 presentation instructions being executable at the gaming machine to define at least a
13 portion of the video content of at least two different video displays on the respective
14 gaming machine during the operation of the respective gaming machine.

15

16 14. (Currently Amended) A method of making a game presentation at a gaming machine, the
17 method including steps of:
18 (a) displaying a first game presentation component on a first video display mounted
19 on a front side of the gaming machine, the first game presentation component
20 comprising a portion of a first game presentation;
21 (b) simultaneously with displaying the first game presentation component, displaying
22 a second game presentation component on a second video display mounted on the

1 front side of the gaming machine, the second game presentation component
2 comprising a portion of the first game presentation; and

3 (c) simultaneously with displaying the first game presentation component, displaying
4 a third game presentation component on a third video display mounted below a
5 player control device on the front side of the gaming machine, the third game
6 presentation component comprising a portion of the first game presentation.

7
8 15. (Original) The method of Claim 14 further including the step of, simultaneously with
9 displaying the first game presentation component, displaying a fourth game presentation
10 component on a fourth video display mounted on the front side of the gaming machine,
11 the fourth game presentation component comprising a portion of the first game
12 presentation.

13
14 16. (Currently Amended) A method of controlling a gaming machine, the method including
15 steps of:

16 (a) displaying a first game presentation through a number of video displays mounted
17 on a front side of the gaming machine, at least one of the number of video
18 displays being mounted below a player control device, and each respective video
19 display showing a respective portion of the first game presentation;
20 (b) producing a presentation switching instruction at least partially based on
21 conditions of a gaming system in which the gaming machine is included; and

1 (c) in response to the presentation switching instruction, displaying a second game
2 presentation through the video displays mounted on the front side of the gaming
3 machine, each respective video display showing a respective portion of the second
4 game presentation.

5
6 17. (Original) The method of Claim 16 further including the step of monitoring usage of the
7 gaming machine or additional gaming machines in the gaming system to produce usage
8 information and wherein the presentation switching instruction is issued in response to
9 the usage information.

10
11 18. (Original) The method of Claim 16 further including the step of simultaneously storing a
12 first game presentation instruction set and a second game presentation instruction set at
13 the gaming machine, the first game presentation instruction set being executable to
14 display the first game presentation and the second game presentation instruction set being
15 executable to display the second game presentation.

16
17 19. (Original) The method of Claim 16 further including the steps of:
18 (a) storing a second game presentation instruction set at a game presentation server
19 remote from the gaming machine; and
20 (b) communicating the second game presentation instruction set to the gaming
21 machine to facilitate the display of the second game presentation at the gaming
22 machine.

1 20. (Original) The method of Claim 16 wherein the step of producing the presentation
2 switching instruction at least partially based on conditions of the gaming system is
3 performed based on conditions of the gaming system monitored by the gaming machine.

4

5 21. (Currently Amended) A gaming machine including:
6 (a) a cabinet;
7 (b) a game video display mounted on a front side of the cabinet; and]
8 (c) a player control video display touch screen forming at least a portion of a
9 forwardly projecting ledge located below the game video display, the forwardly
10 projecting ledge extending transversely to a plane of the game video display; and
11 (d) one or more mechanical player control devices mounted on the forwardly
12 projecting ledge adjacent to the player control video display.

13

14 22. (Original) The gaming machine of Claim 21 further including a first additional video
15 display mounted on the front side of the cabinet above the game video display, the first
16 additional video display making up substantially the entire area of the front side of the
17 gaming machine above the game video display.

18

19 23. (Currently Amended) The gaming machine of Claim 22 further including:
20 (a) a second additional video display mounted on the front side of the cabinet below
21 the player control touch-screen video display; and

1 (b) one or more player interface devices mounted generally in the plane of the second
2 additional video display.

3

4 24. Canceled

5

6 25. (New) The gaming machine of Claim 21 further including:

7 (a) an additional video display device mounted below the forwardly projecting ledge;
8 and

9 (b) a mechanical player control device mounted in the plane of the additional video
10 display.